



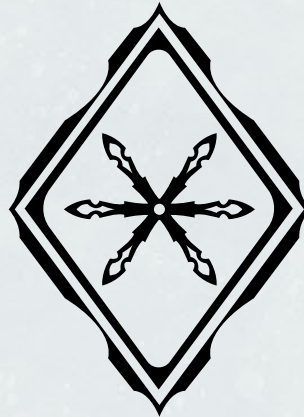
A SONG OF SPEARS

A Plague of Ancients Epic Adventure

Kaskur Spearsong and those loyal to him, in an attempt to show Old Goat what actual leadership looks like, entered Xorvintroth to rescue the missing clan members and bit off more than they could chew. However, they found something other than their kin in the ruins of the ancient Abeiran city—and unwittingly brought it back with them. Will their foolish endeavors spell the end of the Thuunlakalaga clan?

A Three-Hour Epic for 5th- through 13th-Level Characters.

Optimized for APL 8 and APL 11.



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ADVENTURE PRIMER

And then the roar. That roar. The roar of the end of all hope.

—David Annandale, *Kaiju Rising: Age of Monsters*

This adventure is designed for **three to seven 5th- to 13th-level characters** and is optimized for **five characters with an average party level (APL) of 8 or 11**. Characters outside this level range can't participate in this adventure.

This adventure occurs in Icewind Dale, specifically in Wyrmdoom Crag.

BACKGROUND

The fallen star witnessed by the **THUUNLAKALAGA GOLIATHS** isn't what it appeared to be: it's a **NAUTILOID** piloted by gnomish **CEREMORPHS** that was chased into one of Auril the Frostmaiden's great blizzards and now lies earthbound.

To make matters worse, the neogi masters of the **DEATHSPIDER** pursuing the nautiloid have arrived. Slavers, the **NEOGI** have capitalized on the havoc sown by the Everlasting Rime—capturing and enslaving whomever they can find. One such captive—a **GIFF** named **LIEUTENANT PROOK**—has managed to escape.

Upon returning to **WYRMDOOM CRAG**, the characters discovered that the last of the clan's hunters have been captured by the neogi and must hatch a plan to rescue them from within the ancient **ABEIRAN** city of **XORVINTROTH**, a city is festering with **ABERRATIONS** from the **FAR REALM**; long-dormant terrors that threaten the entirety of **ICEWIND DALE**.

OVERVIEW

The adventure's story is spread over **three parts** and takes **3 to 4 hours** to play. In a large convention setting, this adventure will also likely require additional time to muster groups and assign them tables.

Call to Action: Contrition (20 mins). Kaskur and his hunters return from their rescue mission within Xorvintroth. While their mission was unsuccessful, they're unaware of the dark horrors that returned with them.

Part 1: Heralds from the Beyond (60 mins). The characters must defeat the goliath hunters who have been transformed into Far Realm horrors. This is **Story Objective A**.

Part 2: When Worlds Collide (60 mins). With Wyrmdoom Crag being overrun, the characters must push back against the Far Realm incursion while rescuing the surviving Thuunlakalaga goliaths. This is **Story Objective B**.

Part 3: Eviction (60 mins). Contamination from the Far Realm creates a savage aberration from Wyrmdoom Crag's namesake white dragon. The final battle begins! This is **Story Objective C**.



STORY AWARDS

At certain points in the adventure, you'll see this glyph along with an entry describing how the specified story award is earned or impacted by the story. Ignore the entry if it refers to a story award none of the characters have. If it refers to a story award the characters just earned, it provides information for you and the players.

PLAYING ONLINE IS EPIC!

There's always been a healthy number of RPG fans playing their games over the internet. For a number of reasons, D&D players and DMs are increasingly moving to online play. While this adventure was written for in-person play, we've incorporated adjustments admins and DMs can make to share the fun using VTTs or even simple teleconferencing software. These adjustments are in **admin appendix B**.

ADVENTURE HOOKS

There are a number of reasons characters might get involved in this adventure. DMs should help players create a reason unique to that character's backstory or select one of the following hooks:

Search and Rescue. Old Goat summons the characters to aid in the search for the clan's missing hunters, unaware that Kaskur Spearsong will soon return.

Home Sweet Home. Goliath characters who hail from Wyrmdoom Crag have returned home to aid their people.

The Negotiator. The characters hear of the disputes between the Wyrmdoom Crag goliaths and seek to mediate before the clan destroys itself from within.

RELATING ELEMENTS OF HORROR

This adventure contains story elements and creatures meant to instill a chaotic state of terror in the characters' minds. Before you run the adventure, it's recommended that you regard the following advice:

- Ask your players if they're comfortable with elements of horror, terror, or madness in an adventure.
- When referring to elements of horror that directly affect a character, use the character's name instead of referring to the player with words like "you" or "your."
- Describe the horrific nature of an event or creature without narrating the trauma of the experience, and define the effects on a character solely in mechanical terms, such as a condition or saving throw. Your players can interpret and describe their character's reactions themselves.

CALL TO ACTION: CONTRITION

Estimated Duration: 20 minutes

WYRMDOOM CRAG

The characters witness a turning point in the embroiling conflict within the Thuunlakalaga clan before they discover an unfathomable darkness has been brought into Wyrmdoom Crag.

In the main hall of Wyrmdoom Crag, Old Goat weighs her options on how best to deal with the disappearance of her clan members and the recent chardalyn corruption. Once the characters arrive, they should introduce themselves to each other.

After introductions, a clan scout rushes in from the north passage, reporting they spotted Kaskur Spearsong approaching, accompanied by his group of loyal hunters.

Old Goat appears uneasy, concerned that after the fierce disagreements which drove him to leave, Kaskur returns to depose her and claim leadership of the clan for himself. Though she feels conflict may be inevitable, she asks the characters to take no action until she's tried to resolve the dispute herself.

AREA FEATURES

Wyrmdoom Crag's main hall has the following features:

Dimensions and Terrain. The main hall is a cavernous, circular chamber roughly 50 feet in diameter with a domed ceiling 30 feet above. There's a 10-foot-wide well in the center, and a winding tunnel leads north to the exit. To the south, a 10-foot flight of steps leads to a larger cave.

Lighting. A small fire burns in the southwestern corner of the hall, barely staving off the freezing cold for anyone who remains within 5 feet of it. The flickering flames cast blue-tinged reflections along the jagged walls.

CREATURE INFORMATION

Ogolai Orcsplitter ("Old Goat") sits on the south side of the hall. At least a dozen other goliaths, ranging from children to elders are in this hall as well.

OGOLAI (OH-GO-LIE) ORCSPLITTER "OLD GOAT" THUUNLAKALAGA

Goliath warrior

The chieftain of the Thuunlakalaga goliaths is an elderly goliath with a heavily scarred face. She dresses plainly in goat hide clothing and carries an immense greataxe fashioned from white dragon bone. She has a crippling fear of griffons stemming from a childhood trauma that's created tensions between her clan and the Akannathi goliaths of Skytower Shelter (see *Icwind Dale: Rime of the Frostmaiden*).

What They Want. Old Goat's first priority is the safety and prosperity of her clan—especially in these unusual and trying times. She's quick to stymie dissent, particularly from Kaskur Spearsong. She fears his disagreements will turn violent, but does everything within her power to delay this apparent inevitability for as long as possible.

Done It, Seen It; but the End Is Nigh. Old Goat has been around a long time and seen many things. This experience lends her a tremendous amount of wisdom to draw on when making decisions. However, she's getting old and refuses to surrender the yoke of leadership until a worthy (equally wise) replacement is found. If it weren't for his sharp tongue, Old Goat would've offered Kaskur the mantle of leadership years ago. However, she fears what the clan would become under his leadership.

KASKUR'S RETURN

Kaskur Spearsong enters the hall accompanied by four **goliath warriors**. The other hunters loyal to him retire to other areas in Wyrmdoom Crag. When this section begins, the administrator reads or paraphrases the following:

Kaskur Spearsong, the towering goliath hunter, strides into the hall from the northern entrance, a bone-chilling breeze creeping in behind him. A squad of hide-clad goliaths follows behind, a small band of four remaining in his company as the others retire to their camps. Kaskur stops near the center of the hall, scowling as he leans upon his seven-foot-tall hunting bow.

The hunter and the chieftain exchange an uncomfortable stare before Old Goat's expression turns to one of surprise and concern. Looking beyond their stern demeanors, Kaskur and his hunters are battered, wounded, and exhausted.

Kaskur tells Old Goat he couldn't accept her tactics thus far and refuses to follow her in trusting the clan's future to the bravery of outsiders. He and his hunters chose instead to venture into Xorvintroth on their own, in search of the missing clan members.



With her concerns of being deposed allayed for the moment, Old Goat spares no time pointing out that Kaskur has also returned empty-handed. Kaskur begrudgingly admits their mission was unsuccessful, and that he underestimated the horrors dwelling in the ruins. His head hung in shame, Kaskur reveals under questioning that many of his hunters fell shortly after entering the city. If the characters have rescued Nararhak Tree-Eye from Xorvintroth and returned them to Wyrmdoom Crag, relief washiness over Kaskur's face, but is quickly replaced with grief as he realizes his brashness spelled the avoidable deaths of many of his peers.

Input from the PCs. During the conversation, any comments the characters make are met with menacing glares and subdued growls. Old Goat motions to diffuse the situation only if there's potential for violence to ensue. Either way, Kaskur keeps his responses to the characters brief, or ignores them entirely.

KASKUR (KASS-KERR) SPEARSONG THUUNLAKALAGA

Goliath warrior

This headstrong and impetuous goliath leads the clan's hunters. He's grown angry and frustrated at the lack of game in the area, and he resents Old Goat's "poor leadership" for a lack of solutions. He wields a longbow taller than most humans and claims he once felled an elk from a half mile away. He wears little in the way of clothing, even in the driving wind—a feat that's earned him the respect of his fellow hunters.

What They Want. Kaskur has grown tired of Old Goat's personal fears preventing an alliance with the goliaths of Skytower Shelter. He views her as weak and her ideas as outdated, especially when Kugan Windwhisper (Feral-Tongue)—who Kaskur views as even weaker than Old Goat—is involved. He wants to usurp control of the clan for himself.

Words Are Wasted Wind. Kaskur doesn't have a negotiator's tongue; he's terse and speaks his mind without hesitation. Despite this, he's experienced and knows the area better than any of his peers.

WHEN THE SCREAMING STARTS . . .

After the discussion, Kaskur and the remaining hunters separate to find a place to rest. When this section starts, the administrator reads or paraphrases the following to the players:

Kaskur and his hunter escort disband, each off to greet their loved ones or find a place to rest. Tensions quickly subside in the main hall and Old Goat sits back in her chair, visibly relieved. "Now to the matter of our missing hunters . . ." she says, determined.

Old Goat's next sentence is drowned out by a shrill cry of terror that echoes throughout the halls. The sound is quickly followed by chilling screams emanating from all directions. The temperature shifts to an unnatural cold and the colors around you become muted.

Old Goat leaps from her chair, holding her greataxe aloft. "To arms!" she shouts. "The enemy is within!"

HERALDS FROM THE BEYOND

Estimated Duration: 60 minutes

In this section, the darkness unwittingly brought back from Xorvintroth is revealed, transforming the returning hunters into denizens of the Far Realm.

Room Assignments. Each table is assigned to one of four areas, listed below. Refer to the administrative guidance on distributing area assignments. Each area is marked as a location on the **Wyrm doom Crag map** in **appendix A or B**.

- Goat-Ball Court (**area W2**)
- The Crawl (**area W4**)
- Main Hall (**area W5**)
- Feasting Cave (**area W7**)

STORY OBJECTIVE A

Defeating the hunters transformed by the Far Realm is **Story Objective A**.

HORRORS EMERGENT

Once each group arrives at their assigned location an administrator reads or paraphrases the following:

A smear of blood mixed with black ichor stains the wall next to where a group of Kaskur's hunters are doubled over in anguish. The echoing sounds of rending flesh and twisting bone can be heard above the startled screams of those in the chamber, as bodies of the returned hunters transform into twisted, fearsome monstrosities.

After their transformation, the newly emerged Far Realm denizens attack the characters. The encounter and creatures involved depend upon the characters' tier. Refer to the corresponding sections for each tier.

WHERE IS KASKUR?

Since his meeting with Old Goat, Kaskur is nowhere to be found. His disappearance and subsequent fate are revealed in part 3.

TIER 2 ENCOUNTER

The hunters transform into two **dolgaunts**, two **flying horrors**, and a **neogi master**.

Creature Tactics. Here are suggestions for using the creatures in this encounter:

- The **dolgaunts** use their Vitality Drain when reduced to 16 hit points or fewer.
- At least one **flying horror** uses its Frightening Screech on its first turn—to give the other horrors advantage against any frightened creatures.
- The **neogi master** uses its Enslave ability on a creature affected by the Far Realm distortions (see below).

Far Realm Distortions. When the encounter begins, corruption from the Far Realm begins to twist the environment, eventually transforming the landscape (as described in part 2). At the start of combat, each character must succeed on a DC 15 Wisdom saving throw or have disadvantage on Wisdom saving throws against being charmed or frightened for 1 minute as their mind succumbs to the twisted environment.

To describe the effects of the distortion upon the area, choose one effect from the table below or determine it randomly:

FAR REALM DISTORTIONS (TIER 2)

d6	Effect
1	The lighting grows dim, casting strange, monstrous shadows on the walls.
2	The blood splatters on the wall expand and seep along the crevices in a spiderlike pattern.
3	Warped voices utter sharp, angry whispers that echo through the air.
4	The entire room is slanted to the left or right, changing angles every few seconds.
5	A light mist flows through the room, occasionally forming faces with horrified expressions.
6	The faces of everyone in the room appear distorted with elongated faces, completely black eyes, or rippling skin.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative:

Very Weak: Remove two **dolgaunts**.

Weak: Remove one **dolgaunt**.

Strong: Add two **flying horrors**.

Very Strong: Add one **star spawn mangler**.

Treasure. Characters who search through the scattered belongings on the ground find a *potion of invulnerability*.

TIER 3 ENCOUNTER

The hunters transform into two **flying horrors**, two **star spawn manglers**, and a **core spawn emissary**.

Creature Tactics. Here are suggestions for using the creatures in this encounter:

- If possible, the **core spawn emissary** uses its Alluring Thrum when it moves within 20 feet of two or more characters.
- At least one **flying horror** uses its Frightening Screech on its first turn—to give the other horrors advantage against any frightened creatures.
 - The **star spawn mangler** uses its Shadow Stealth if a Far Realm distortion obscures the area's lighting or creates an area of darkness.



Far Realm Distortions. When the encounter begins, corruption from the Far Realm begins to twist the environment, eventually transforming the landscape (as described in part 2). At the start of combat, roll on the table below:

FAR REALM DISTORTIONS (TIER 3)

d6	Effect
1	All light in a 20-foot radius is snuffed out, as if under the effects of a 7th-level darkness spell.
2	The blood and ichor on the walls exude a greenish smoke that fills the room. Each character must succeed on a DC 15 Constitution saving throw or be affected by the smoke, imposing disadvantage on their Strength and Constitution saving throws.
3	Warped voices emit a cacophony of terrifying wails. Each character must succeed on a DC 15 Wisdom saving throw or be frightened until the end of their next turn.
4	Sections of the walls and floor warp, shift, and tilt. The entire area is difficult terrain.
5	A thick mist blankets a 20-foot-radius area in the center of the room, lightly obscuring the area.
6	The faces of everyone in the room appear distorted with monstrous, alien features. Each character must succeed on a DC 15 Wisdom saving throw or suffer the effects of a confusion spell for 1 minute. At the start of their turn, a character can repeat the saving throw, ending the effect on a success.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative:

Very Weak: Replace two **star spawn manglers** with two **core spawn crawlers**.

Weak: Remove one **star spawn mangler**.

Strong: Add one **core spawn emissary**.

Very Strong: Add one **woe strider**.

Treasure. Characters who search through the scattered belongings on the ground find a *potion of stone giant strength* and a *spell scroll of heal*.

FULL INCURSION

With the defeat of the transformed hunters, the Far Realm's incursion into Wyrmdoom Crag goes into full swing. At the end of this part, an administrator reads or paraphrases the following:

Shouts of terror and confusion continue to ring throughout the halls of Wyrmdoom Crag as more creatures from the Far Realm emerge. The strange distortions in the air expand, morphing the region into a hideous, alien reflection of itself. It's only a matter of time before the Far Realm overruns Wyrmdoom Crag and consumes the innocent Thuunlakalaga goliaths trapped within.

WHEN WORLDS COLLIDE

Estimated Duration: 60 minutes

During this part, the groups venture into the various areas within Wyrmdoom Crag, defeat Far Realm creatures, and assist in either the rescue of Thuunlakalaga goliaths from being consumed by tentacled maws (tier 2), or with resisting the Far Realm incursion by pushing back a constantly growing Far Realm jelly (tier 3).

TIER 2 ENCOUNTER

The Far Realm's energy seeps into Wyrmdoom Crag, creating tentacled maws that attempt to eat the Thuunlakalaga goliaths, and filling it with hostile aberrations. The details of this encounter depend upon the group's assigned area. Refer to the **Wyrmdoom Crag map** in **appendix A** for area locations.

STORY OBJECTIVE B

Defeating the aberrations and saving the goliaths before they're consumed by the tentacled maw is **Story Objective B**.

EATER OF GOLIATHS

Each area contains a large, tooth-filled maw with ten flailing, white tentacles protruding from it. Each tentacle is grappling a goliath that the characters must rescue.

The maw acts on initiative count 15 (losing ties) and consumes one goliath it has grappled each turn. It's obvious which goliath will be eaten next as the maw draws that tentacle closer. If the maw has no tentacles, it does nothing.

FREEING THE GOLIATHS

Each tentacle (AC 14, 20 hit points, and immunity to psychic damage) is 10 feet long. Destroying a tentacle releases the goliath it's grappling. A goliath can also be freed with a successful DC 15 Strength check. Once released from a tentacle, the goliath flees the room.

Note. If the tentacle destroyed was about to feed the maw, no goliath is consumed this turn.

Consumed Goliaths. If the maw succeeds in eating a goliath, one of the below occurs, determined randomly by rolling a d4:

1. Healing: Each Aberration in this room regains 20 hit points.

2. Mutation: A wave of Far Realm energy briefly mutates the characters in this room. Each character must succeed on a DC 15 Wisdom saving throw or be polymorphed into a gooey mass of eyes and teeth (resembling a gibbering mouter) until the end of its next turn. While polymorphed this way, the character has disadvantage on attack rolls, saving throws, and ability checks, and its speed is halved.

3. Creature: The tentacled maw belches out the perversely mutated head of the goliath it just consumed. The head resembles a hairless, fleshy spider with bulging bloodshot eyes (use the **neogi** stat block), and lands safely in an unoccupied space of your choice.

4. Wild Magic: The maw expels a smelly, purple mist which fills the room until the end of the maw's next turn. Whenever a non-Aberration casts a spell in the mist, it must roll a d20. On a 10 or lower, the spell is impacted by wild magic. Roll on the table below to determine the effects:

d4 Wild Magic Effect

- | | |
|---|---|
| 1 | Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow. |
| 2 | You grow a trio of three-foot-long, yellow tentacles from your chin, which slowly shrink to nothingness in 3 days. |
| 3 | Your skin turns a vibrant shade of purple. A remove curse spell can end this effect. |
| 4 | A serpentlike eye appears on your forehead for 1 minute. While the eye is uncovered, you have advantage on Wisdom (Perception) checks that rely on sight. |

REPORTING LOST GOLIATHS

If a goliath is consumed, the party captain raises their hand or calls over to an administrator to report that a goliath has been consumed.

FAR REALM TIMED EVENTS

Two timed events occur during this part, one after **20 minutes** and the other after **40 minutes**. When the announcement is made at each interval (20 mins and 40 mins), the tentacled maw regurgitates a **spectator** into an unoccupied space of your choice.



PLAYING THE PILLARS

You can make use of the following suggestions when running this encounter:

Combat. As described in each area.

Exploration. A character can jump into the tentacled maw. Doing so stops the maw consuming goliaths until the character dies or until they leave the maw as an action, exiting prone in an adjacent square. At the start of their turn, a character in the maw takes 21 (6d6) psychic damage and must succeed on a DC 15 Wisdom saving throw or suffer a random effect from the **Mental Anguish table** (see below) until the end of its next turn.

Social. Characters can plead to the maw, offering themselves as a sacrifice in place of a goliath with a successful DC 15 Charisma (Persuasion) check. On its next turn, the maw drops a goliath, grapples the character with its tentacle (no check), then attempts to eat them. A character can use their reaction to attack the tentacle after it grabs them. If the attack is successful, they fend off the maw's attempt to eat them this turn but remain grappled. The maw attempts to consume the character each turn until it succeeds or the grapple ends. If the character's attack is unsuccessful, they find themselves inside the tentacled maw (see Exploration).

MENTAL ANGUISH TABLE (TIER 2)

d4	Effect
1	Who, What, Where? The character is stunned until the start of their next turn. In addition, they lose all memory of the past 24 hours, including of their current situation, until they finish a short or long rest.
2	Babble, Bobble. The character believes their mouth and tongue have transformed into a tooth-filled maw with wispy tentacles and begins babbling. They're incapable of normal speech or casting spells until the start of their next turn.
3	Oh, the Horror! The images of the Far Realm's creatures are too much for their mind to comprehend. The character is incapacitated—screaming, laughing, or crying—until the start of their next turn.
4	Jelly Love. The character experiences an overpowering urge to eat or bathe in the Far Realm jelly and must use its actions during this turn to satisfy this urge, essentially being incapacitated until the start of their next turn.

TIER 2 ENCOUNTER LOCATIONS

Refer to the corresponding section for the area your group is defending.

W2. GOAT-BALL COURT

Far Realm energy has mutated the goat-ball court and filled it with aberrations.

The goliath's stone goat-ball court is a room lost in chaos. The floor is soft, squishy, and fleshy, and the stone pillars used for goat-ball are now thick, fleshy stalks covered in bulging eyes of various sizes. Along the southern bleachers rests a large, tooth-filled maw with goliaths grasped in its undulating tentacles.

Area Features. The open-air goat-ball court's floor resembles squishy, purple flesh. Eyestalks (AC 10 and 10 hit points) wave about the floor, creating 5-foot-radius areas of difficult terrain for non-Aberrations. The eyestalks work in tandem with the Aberrations in the room, providing Aberrations with half cover when within they're 5 feet of an eyestalk. Energy seeping from the Far Realm creates a yellow glow throughout the area and provides bright light. The **tentacled maw** is in the southeast corner.

Creature Information. A hulking goliath with a bulbous head and tentacles dangling from its chin (a **mind flayer**) stands near the northern edge of the court. It uses Mind Blast while maintaining its distance. Two **spectators** hide among the eyestalks or fly about the center of the room, gaining **half cover** from the eye stalks. For Strong or Very Strong parties, the **grell** grapples its targets, pulling them away from the mind flayer.



ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative:

Very Weak: Replace two **spectators** with one **core spawn crawler**.

Weak: Remove one **spectator**.

Strong: Add one **grell**.

Very Strong: The **mind flayer** has 117 hit points, and add one **grell** with 90 hit points.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative:

Very Weak: Remove one **gauth** and two **core spawn crawlers**.

Weak: Remove four **core spawn crawlers** and one **flying horror**.

Strong: Replace one **gauth** with one **mind flayer**. The **flying horrors** have 81 hit points.

Very Strong: Remove one **gauth**. Add one **mind flayer** with 117 hit points. The **flying horrors** have 81 hit points, and the **core spawn crawlers** have 36 hit points.

W4. THE CRAWL

The characters enter from the north tunnel and find Far Realm energy has mutated this area and filled it with aberrations.

The fire pit is now a large, tooth-filled maw, its flailing tentacles constricting goliaths. Near the center of the room, peeking out from the ends of the tunnel, are thick, grub-like creatures with wings.

Area Features. The chamber's ceiling is 15 feet high. The stone floor is worn smooth, except for the rune-carved bulge of the tunnel under the center of the room. Energy from the Far Realm creates a yellow glow throughout the room and provides bright light. The **tentacled maw** is in the southwest corner.

Creature Information. An enlarged goliath head embellished with eyestalks and tentacles (a **gauth**) protects the maw from the eastern passage. Two grubs (**flying horrors**) at the mouths of the tunnel use their Frightening Screech to drive characters away from the maw and to gain advantage on their attacks. Four small aberrations (**core spawn crawlers**) with long, hooked arms and a thick tail crawl on the floor. The core spawn crawlers gang up on targets and make use of their Pack Tactics.

W5. MAIN HALL

The characters enter from the north and find the Far Realm's energy has mutated this area and filled it with aberrations.

The fire pit is now a large, tooth-filled maw with undulating tentacles restraining Thuunlakalaga goliaths. Emerging from the well in the center of the room is a bulbous, yellow, caterpillar-like creature with long, thin arms ending in clawed hands.

Area Features. The main hall's domed ceiling is 30 feet high. The stone floor is worked and smooth. Energy from the Far Realm creates a yellow glow throughout the room and provides bright light. The **tentacled maw** is in the southwest corner.

Creature Information. The yellow caterpillar with clawed hands (a **woe strider**) protects the main area, limiting character movement. A goliath head covered in eyestalks (a **spectator**) protects the maw from a distance. Two **core spawn crawlers** run interference for the woe strider.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative:

Very Weak: The **woe strider** only has 75 hit points. Remove one **spectator**.

Weak: Remove one **spectator** and one **core spawn crawler**.

Strong: Add one **spectator**.

Very Strong: The **woe strider** has 169 hit points, and add one **spectator**.

W7. FEASTING CAVE

The characters enter from the north and find Far Realm energy has mutated this area and filled it with aberrations.

In the southwest corner of this room, a horrific maw with tentacles shakes the goliaths in its grasp like ragdolls. The long fire pit, once used for cooking grand feasts, is now a wall of green flame that reaches the ceiling.

Area Features. The feasting cave's ceiling is 15 feet high. The stone floor is worked and smooth. The green wall of flame casts bright, green light in this room. The **tentacled maw** is located in the southwest corner.

Green-Flame Fire Pit. A creature that enters the fire pit or starts its turn there takes 14 (4d6) fire damage.

Creature Information. A hulking goliath with a bulbous head and tentacles dangling from its chin (a **mind flayer**) stands near the northeast corner of the room. Two **spectators** fly about the room, protecting the tentacled maw and the mind flayer. For Strong or Very Strong parties, the **grell** grapples its targets, pulling them away from the mind flayer.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative:

Very Weak: Replace two **spectators** with one **core spawn crawler**.

Weak: Remove one **spectator**.

Strong: Add one **grell**.

Very Strong: The **mind flayer** has 117 hit points. Add one **grell** with 90 hit points.

TIER 3 ENCOUNTER

Far Realm energy has entered Wyrmdoom Crag, filling it with hostile aberrations and a jellylike ooze that flows across the floor. The details of this encounter depend on your group's assigned area. Refer to the **Wyrmdoom Crag map** in **appendix B** for area locations.

STORY OBJECTIVE B

Defeating the aberrations and pushing back the encroaching Far Realm jelly is **Story Objective B**.

ENCROACHING FAR REALM JELLY

Formed by the Far Realm's influence, a pulsating blob of red-and-yellow jelly oozes from a portal, slowly making its way into the room. Aberrations within the jelly become more powerful, and the characters battle against its mind-manipulating effects as the jelly's radius increases. The jelly has the following features:

- The jelly (AC 15) can occupy the space of other creatures and is 1 foot deep and has a 10-foot diameter. On initiative count 20 (losing ties), the jelly's radius expands by 5 feet.
- If a character is in jelly, the jelly doesn't expand unless announced by the administrators. Creatures can willingly occupy the jelly's space.
- If the jelly takes 25 to 49 damage in a round, it doesn't expand on its next turn.
- If the jelly takes 50 damage or more in a round, it doesn't expand on its next turn, and its radius is reduced by 5 feet.
- If the jelly's radius is reduced to 0, it is destroyed. However, it can return via an announcement by the administrators. The jelly can't be destroyed by any other means.

Aberration Advantage. Aberrations within the jelly's radius have **advantage** on attack rolls.

Mental Anguish. Non-Aberrations who start their turn within the jelly must make a DC 15 Intelligence saving throw. On a failed save, the Far Realm distorts the creature's mind, and they suffer one of the effects on the table below:

MENTAL ANGUISH TABLE (TIER 3)

d4	Effect
1	Who, What, Where? The character is stunned until the start of their next turn. In addition, they lose all memory of the past 24 hours, including of their current situation, until they finish a short or long rest.
2	Babble, Bobble. The character believes their mouth and tongue have transformed into a tooth-filled maw with wispy tentacles and begins babbling. They're incapable of normal speech or casting spells until the start of their next turn.
3	Oh, the Horror! The images of the Far Realm's creatures are too much for their mind to comprehend. The character is incapacitated—screaming, laughing, or crying—until the start of their next turn.
4	Jelly Love. The character experiences an overpowering urge to eat or bathe in the Far Realm jelly and must use its actions during this turn to satisfy this urge, essentially being incapacitated until the start of their next turn.

LOST GOLIATH EFFECTS

At the end of the **fourth** round, if an administrator reports that a goliath has been consumed in your group's location, an additional effect occurs immediately:

W2—Laser Beams: Laser beams shoot from the eyestalks. Each character must make a DC 15 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

W4—Added Enemies: A **spectator** escapes from the tunnels and joins combat.

W5—Jelly Eruption: Each Aberration regains 25 hit points and the Far Realm jelly's radius expands by 5 feet.

W7—Flash of Brilliance: The wall of flame flashes bright green. Each character must succeed on a DC 18 Wisdom saving throw or be blinded until the end of their next turn.

NO TIER 2 TABLES?

If there are no tier 2 tables, roll a d20 at the end of the **fourth** round. On a 1 to 10, trigger your area's Lost Goliath effect.

FAR REALM TIMED EVENTS

Two timed events occur during this part, one after **20 minutes** and the other after **40 minutes**. When the announcement is made at each interval (20 mins and 40 mins), the Far Realm Jelly rears like a wave and expands its radius by 5 feet. Creatures who were within 5 feet of the jelly find themselves knee deep in it after the wave heaves forward. If the jelly has already been destroyed, it regenerates with a 10-foot diameter.

USING THE HANDOUT

The encounter ends after 60 minutes (see **Ending the Encounter** at the end of this chapter). Once time is up, use **Handout 1: Far Realm Encroachment** to record whether the Far Realm jelly was defeated and have the party captain deliver it to an administrator.

TIER 3 ENCOUNTER LOCATIONS

Refer to the corresponding section for the area in which your group is located.

W2. GOAT-BALL COURT

Far Realm energy has mutated the goat-ball court and filled it with aberrations.

The goliath's stone goat-ball court is a room lost in chaos. The floor is soft, squishy, and fleshy, and the stone pillars used for goat-ball are now thick, fleshy stalks covered in bulging eyes of various sizes. Originating from the southern bleachers, a glowing, red-and-yellow jelly burps and lurches forward.

Area Features. The open-air goat-ball court's floor resembles squishy, purple flesh. Eyestalks (AC 10 and 10 hit points) wave about the floor, creating 5-foot-radius areas of difficult terrain for non-Aberrations. The eyestalks work in tandem with the Aberrations in the room, providing Aberrations with **half cover** when within they're 5 feet of an eyestalk. Energy seeping from the Far Realm creates a yellow glow throughout the area and provides bright light. The **tentacled maw** is in the southeast corner.



Creature Information. A hulking goliath with a bulbous head and tentacles dangling from its chin (a **star spawn seer** with 180 hit points) stands near the northern edge of the court. Intermixed with the protruding eye stalks is a **star spawn hulk** with 160 hit points. The star spawn seer targets characters with its Comet Staff. If it sees more than one character engaged in combat with the star spawn hulk, the seer targets the hulk with its Psychic Orb or, if available, Collapse Distance. The hulk's Psychic Mirror trait then reflects any psychic damage to nearby characters (for Very Strong parties, refer to the "Mirror, Mirror" sidebar). The star spawn hulks stay within melee range with as many characters as possible.

MIRROR, MIRROR

The star spawn hulk's Psychic Mirror reflects psychic damage that would be dealt to it to all creatures within 10 feet. If a second star spawn hulk enters the mix, things . . . get weird. However, **during this adventure**, this damage doesn't ping-pong between star spawn hulks; each Psychic Mirror reflects once, and the hulks enjoy the protections the trait provides.

The result—characters within 10 feet of both hulks double the pain, and the hulks take no psychic damage.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative:

Very Weak: Replace one **star spawn seer** and one **star spawn hulk** with one **mind flayer** and one **spectator**.

Weak: Replace one **star spawn seer** and one **star spawn hulk** with one **mind flayer** and two **spectators**.

Strong: Add two **spectators**.

Very Strong: Add one **star spawn hulk**.

W4. THE CRAWL

The characters enter from the north tunnel and find Far Realm energy has mutated this area and filled it with aberrations.

Originating from the southwest wall, a glowing, red-and-yellow jelly burps and lurches forward. A thick, scaly grub with gnashing teeth and thick arms emerges from the tunnel near the center of the room.

Area Features. The chamber's ceiling is 15 feet high. The stone floor is worn smooth, except for the rune-carved bulge of the tunnel under the center of the room. Energy from the Far Realm creates a yellow glow throughout the room and provides bright light.

Creature Information. A hulking goliath with a bulbous head and tentacles dangling from its chin (a **star spawn seer** with 180 hit points) stands in the eastern passage. The grub is a **star spawn hulk** with 160 hit points and can move freely. The star spawn seer targets characters with its Comet Staff. If it sees more than one character engaged in combat with the star spawn hulk, the seer targets the hulk with its Psychic Orb or, if available, Collapse Distance. The hulk's Psychic Mirror trait then reflects any psychic damage

to nearby characters (for Very Strong parties, refer to the "Mirror, Mirror" sidebar). The star spawn hulks stay within melee range with as many characters as possible.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative:

Very Weak: Replace one **star spawn seer** and one **star spawn hulk** with one **mind flayer** and one **spectator**.

Weak: Replace one **star spawn seer** and one **star spawn hulk** with one **mind flayer** and two **spectators**.

Strong: Add two **spectators**.

Very Strong: Add one **star spawn hulk**.

W5. MAIN HALL

The characters enter from the north tunnel and find Far Realm energy has mutated this area and filled it with aberrations.

A glowing, red-and-yellow jelly overflows from the well in the center of the room. It burps and lurches forward.

Area Features. The main hall's domed ceiling is 30 feet high. The stone floor is worked and smooth. Energy from the Far Realm creates a yellow glow throughout the room and provides bright light.

Creature Information. A purple goliath with six-inch-long tentacles dangling from its chin (a **star spawn seer** with 180 hit points) stands near the northeast corner, armed with a shimmering staff. A hulking goliath, dripping with black oil and so muscular it's bursting out of its clothes (a **star spawn hulk** with 160 hit points), stands in the southwest corner on the raised section. The star spawn seer targets characters with its Comet Staff. If it sees more than one character engaged in combat with the star spawn hulk, the seer targets the hulk with its Psychic Orb or, if available, Collapse Distance. The hulk's Psychic Mirror trait then reflects any psychic damage to nearby characters (for Very Strong parties, refer to the "Mirror, Mirror" sidebar). The star spawn hulks stay within melee range with as many characters as possible.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative:

Very Weak: Replace one **star spawn seer** and one **star spawn hulk** with one **mind flayer** and one **spectator**.

Weak: Replace one **star spawn seer** and one **star spawn hulk** with one **mind flayer** and two **spectators**.

Strong: Add two **spectators**.

Very Strong: Add one **star spawn hulk**.

W7. FEASTING CAVE

The characters enter from the north tunnel and find Far Realm energy has mutated this area and filled it with aberrations.

From a crack in the southwest wall, a large, undulating, red-and-yellow jelly bubbles and lurches forward. The central fire pit, once used for cooking grand feasts, is now a wall of green flame that reaches to the ceiling.

Area Features. The feasting cave's ceiling is 15 feet high. The stone floor is worked and smooth. The green wall of flame casts bright, green light in this room.

Green-Flame Fire Pit. A character who enters the pit or starts their turn there takes 14 (4d6) fire damage.

Creature Information. A hulking goliath with a bulbous purple head and six-inch-long tentacles dangling from its chin (a **star spawn seer** with 180 hit points) stands near the northeast corner while holding a shimmering staff. A hulking goliath dripping with black oil, its muscles bursting out of its clothes (a **star spawn hulk** with 160 hit points), stands in the southwest corner on the main level. The star spawn seer targets characters with its Comet Staff. If it sees more than one character engaged in combat with the star spawn hulk, the seer targets the hulk with its Psychic Orb or, if available, Collapse Distance. The hulk's Psychic Mirror trait then reflects any psychic damage to nearby characters (for Very Strong parties, refer to the "Mirror, Mirror" sidebar). The star spawn hulks stay within melee range with as many characters as possible.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These aren't cumulative:

Very Weak: Replace one **star spawn seer** and one **star spawn hulk** with one **mind flayer** and one **spectator**.

Weak: Replace one **star spawn seer** and one **star spawn hulk** with one **mind flayer** and two **spectators**.

Strong: Add two **spectators**.

Very Strong: Add one **star spawn hulk**.

ENDING THE ENCOUNTER

After 60 minutes, an administrator reads or paraphrases the following:

The environment shifts back to normal. The remaining Far Realm creatures and elements in the room explode, their bodies transforming into masses of tiny pink globules that fly about chaotically, exiting the room and collecting near the entrance to Wyrmdoom Crag. The globules crash into the dragon skeleton outside, covering it in a glowing, pink goo.

TREASURE

At the base of the tentacled maw are two mutated goliath corpses. A search of their bodies finds treasure based on the group's tier:

Tier 2 Treasure. A potion of speed and a set of +1 splint made of magically treated remorhaz hide trimmed with black fur and decorated with feathers and beads.

Tier 3 Treasure. A potion of speed, a spell scroll of mass cure wounds, and a set of +2 splint made of magically treated remorhaz hide trimmed with black fur and decorated with feathers and beads.



EVICITION

Estimated Duration: 60 minutes

BEAST OF OBLIVION

After the characters' attempt to drive back the Far Realm's incursion, the skeleton of Wyrmdoom Crag's namesake white dragon animates, becoming a deadly weird wyrm.

STORY OBJECTIVE C

Defeating all the weird wyrm's heads and its body is **Story Objective C**.

When this section starts, an administrator reads or paraphrases the following:

The dragon skeleton rises, the pink, aberrant slime spreading over its bones to form ash-colored flesh and scales. Rows of eyes and fanged maws emerge along the sides of its body, surrounded by dozens of spiked tentacles. As it raises its head high, many more heads burst from its torso. Its mouths open in unison and unleash an unholy roar.

Old Goat raises her greataxe and shouts a battle cry. "Surround the beast! It must fall before it grows stronger!"

This battle against the weird wyrm is divided into two areas, with tier 2 characters assaulting its flanks and tier 3 groups each fighting one of its heads.

AREA FEATURES

The following conditions impact this battle:

Terrain. The ground is uneven and slippery. Creatures who jump or move further than half their speed in a single turn must succeed on a DC 15 Dexterity saving throw or fall prone.

Sounds. The horrific sounds and fearsome roars emitting from the weird wyrm muffle all other sounds in the area. Creatures within 60 feet of the wyrm have disadvantage on Wisdom (Perception) checks that rely on hearing.

Visibility. The wyrm's awakening scattered many years of snow and ice into the air; areas within 60 feet of the weird wyrm are lightly obscured. Creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

WANDERING FOE

At the start of combat, **Kaskur Spearsong Thuunlakalaga** appears, covered with weeping sores, shredded flesh, and unblinking, inhuman eyes. He wanders from table to table (played by an administrator) until he's reduced to 0 hit points, staying for a single round of combat at each table.

STORY AWARD: SING A SONG OF VENGEANCE

Kaskur has advantage on attack rolls made against characters with this story award.

INCURSION CONSEQUENCES

If more than half the tier 3 tables (rounding down) didn't extinguish the jelly (by reducing its radius to 0), one of the following penalties, announced by an administrator, is imposed on the group at the start of combat:

Distorted Time: Residual Far Realm energy distorts time for all non-Aberrations. Each non-Aberration begins part 3 under the effects of a *slow* spell. At the end of each of its turns, the creature can make a DC 15 Wisdom saving throw, ending the effect on itself on a success.

Elemental Surge: A wave of elemental energy fills the caverns. Each non-Aberration must make a DC 15 Dexterity saving throw. On a failed save, it takes 21 (6d6) lightning damage and is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned.

Far Realm Transformation: A wave of purple light fills the area. Each non-Aberration must succeed on a DC 15 Constitution saving throw or transform into a gooey mass of eyes and teeth (resembling a gibbering moulder) until the end of its **second** turn. While in this state, the creature can't speak, it has disadvantage on attack rolls, saving throws, and ability checks, and its speed is halved.

FIGHTING THE WEIRD WYRM

Details of this encounter for each tier are provided below:

WEIRD WYRM BODY (TIER 2)

Use the following advice when running this encounter:

Creature Information. Each group faces a part of the wyrm's body, consisting of masses of tentacles and teeth (use the **balhannoth** stat block with the adjustments listed in Creature Statistics), and a sentient floating polyp that bursts from the wyrm's side (use the **ulitharid** stat block).

Treasure. Hidden within the remains of the corpse are bits of jewelry and precious stones that once belonged to the white dragon, as well as an *oil of etherealness*. There's also a +2 *wand of the war mage* with a shaft made of blackened bone covered in flecks of a strange, unidentifiable metal.

WEIRD WYRM HEADS (TIER 3)

Use the following advice when running this encounter:

Creature Information. Each group must battle one of the wyrm's heads (use the **core spawn worm** stat block stat block with the adjustments listed in Creature Statistics).

Treasure. Hidden within the remains of the corpse are bits of jewelry and precious stones that once belonged to the white dragon, as well as an *oil of sharpness*. There's also a +3 *wand of the war mage* with a shaft made of blackened bone covered in flecks of a strange, unidentifiable metal.



STORY AWARD: I SAW FOREVER

Characters with this story award radiate a bright and terrible light when in the presence of the weird wyrm's head. At the start of each of their turns, the light flares, dealing 14 (4d6) radiant damage to creatures within 10 feet of them.

WRAP-UP: THE FALLING STAR

When this section begins, an administrator reads or paraphrases the following:

Upon Kaskur's defeat, he falls to the ground, back in his true form—though grievously wounded. The weird wyrm lashes out in pain and anger. One of its tentacles falls toward Old Goat, who was fighting alongside you. Seeing the chieftain in danger, Kaskur summons his last bit of strength and shoves her out the way just as the massive tentacle crashes down. The force slams Old Goat against a nearby rock. The chieftain, horribly wounded, looks upon her surviving clanmates before she expires, her eyes consumed with sadness for the uncertainty of her clan's future.

As she passes, one last aberration roars from the entrance to the caves and rushes at you, only to be felled by an immense, black-fledged arrow. Tracing the arrow's trajectory, you see the silhouette of Suuk One-Feather Thuunlakalaga, the clan's fiercest and wisest hunter, standing on a nearby ridge.

REWARDS

At the **end of the session**, everyone receives rewards based upon their accomplishments:

PLAYER REWARDS

The players earn the following rewards:

ADVANCEMENT

A character participating in this adventure gains one level.

OPTIONAL: DECLINING ADVANCEMENT

Each player can decline advancement if they wish; this has its benefits. It's possible for a character to advance beyond an adventure's level range, leaving them unable to play an adventure as planned. Similarly, a character advancing too quickly won't earn as much gold as their peers.

Conversely, remind players the gold their characters can earn per level is limited; characters who decline advancement might reach a point where they no longer earn gold.

TRANSITIONING TO DREAMS OF THE RED WIZARDS

The new *Dreams of the Red Wizards* campaign storyline, *Terminal Ambitions*, begins immediately following this seasonal storyline. The first adventures of this subsequent series are designed for tier 2 characters. Notify players with tier 2 characters of this; some may wish to play those adventures with the same character they used in this one. These players may need to decline the advancement granted by this adventure.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEMS

If found during the adventure, the characters can keep the following magic items, described in **handout 2**:

- *Oil of etherealness*
- *Oil of sharpness*
- *Potion of invulnerability*
- *Potion of speed*
- *Potion of stone giant strength*
- *Spell scroll of heal*
- *Spell scroll of mass cure wounds*
- *Splint*, +1
- *Splint*, +2
- *Wand of the war mage*, +2
- *Wand of the war mage*, +3

DM REWARDS

For running this adventure, you earn a DM Reward. See the *Adventurers League Dungeon Master's Guide* for more information.



DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure:

KASKUR (KASS-KERR) SPEARSONG THUUNLAKALAGA

Goliath warrior

This headstrong and impetuous goliath leads the clan's hunters. He's grown angry and frustrated at the lack of game in the area, and he resents Old Goat's "poor leadership" for a lack of solutions. He wields a longbow taller than most humans and claims he once felled an elk from a half mile away. He wears little in the way of clothing, even in the driving wind—a feat that's earned him the respect of his fellow hunters.

What They Want. Kaskur has grown tired of Old Goat's personal fears preventing an alliance with the goliaths of Skytower Shelter. He views her as weak and her ideas as outdated, especially when Kugan Windwhisper (Feral-Tongue)—who Kaskur views as being even weaker than Old Goat—is involved. He wants to usurp control of the clan for himself.

Words Are Wasted Wind. Kaskur doesn't have a negotiator's tongue; he's terse and speaks his mind without hesitation. Despite this, he's experienced and knows the area better than any of his peers.

OGOLAI (OH-GOH-LIE) ORCSPLITTER "OLD GOAT" THUUNLAKALAGA

Goliath warrior

The chieftain of the Thuunlakalaga goliaths is an elderly goliath with a heavily scarred face. She dresses plainly in goat hide clothing and carries an immense greataxe fashioned from white dragon bone. She has a crippling fear of griffons stemming from a childhood trauma that's created tensions between her clan and the Akannathi goliaths of Skytower Shelter (see *Icewind Dale: Rime of the Frostmaiden*).

What They Want. Old Goat's first priority is the safety and prosperity of her clan—especially in these unusual and trying times. She's quick to stymie dissent, particularly from Kaskur Spearsong. She fears his disagreements will turn violent, but does everything within her power to delay this apparent inevitability for as long as possible.

Done It, Seen It; but the End Is Nigh. Old Goat has been around a long time and seen many things. This experience lends her a tremendous amount of wisdom to draw on when making decisions. However, she's getting old and refuses to surrender the yoke of leadership until a worthy (equally wise) replacement is found. If it weren't for his sharp tongue, Old Goat would've offered Kaskur the mantle of leadership years ago. However, she fears what the clan would become under his leadership.

CREATURE STATISTICS

The following creatures appear in this adventure:

BALHANNOTH

Large Aberration, Typically Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	6 (-2)	15 (+2)	8 (-1)

Saving Throws Con +8

Skills Perception +6

Condition Immunities blinded

Senses blindsight 500 ft. (blind beyond this radius), passive Perception 16

Languages understands Deep Speech, telepathy 1 mile

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If the balhannoth fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The balhannoth makes a bite attack and up to two tentacle attacks, or it makes up to four tentacle attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (4d10 + 3) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15) and is moved up to 5 feet toward the balhannoth. Until this grapple ends, the target is restrained, and the balhannoth can't use this tentacle against other targets. The balhannoth has four tentacles.

LEGENDARY ACTIONS

The balhannoth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The balhannoth regains spent legendary actions at the start of its turn.

Bite Attack. The balhannoth makes one bite attack against one creature it has grappled.

Teleport. The balhannoth magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Vanish. The balhannoth magically becomes invisible for up to 10 minutes or until immediately after it makes an attack roll.

WEIRD WYRM BODY

Apply the following adjustments to the **balhannoth** stat block:

Legendary Actions Replace Teleport with the Detect legendary action, below:

Detect. The balhannoth makes a Wisdom (Perception) check.

CORE SPAWN CRAWLER

Small Aberration, Typically Chaotic Evil

Armor Class 12

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	9 (-1)	12 (+1)	6 (-2)

Skills Perception +5

Damage Immunities psychic

Condition Immunities blinded

Senses blindsight 30 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 15

Languages understands Deep Speech but can't speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Pack Tactics. The crawler has advantage on an attack roll against a creature if at least one of the crawler's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The crawler makes four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 11 Wisdom saving throw or become frightened until the start of the crawler's next turn.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

CORE SPAWN EMISSARY

Medium Aberration, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

Skills Perception +4

Damage Immunities psychic

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak, telepathy 120 ft.

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The emissary has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The emissary makes three talons attacks.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashing damage.

Alluring Thrum (Recharge 5–6). The emissary emits a dreadful yet alluring hum. Each creature within 20 feet of the emissary that can hear it and that isn't an Aberration must succeed on a DC 14 Constitution saving throw or be charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Crystal Spores (Recharge 6). A 15-foot-radius cloud of toxic crystalline spores extends out from the emissary. The spores spread around corners. Each creature in the area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a creature takes 11 (2d10) poison damage at the start of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CORE SPAWN WORM

Gargantuan Aberration, Typically Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 279 (18d20 + 90)

Speed 60 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	5 (-3)	20 (+5)	6 (-2)	8 (-1)	4 (-3)

Saving Throws Con +10, Wis +4

Skills Perception +4

Damage Vulnerabilities cold

Damage Immunities fire, psychic

Condition Immunities charmed, frightened

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Illumination. The worm sheds dim light in a 20-foot radius.

Radiant Mirror. If the worm takes radiant damage, each creature within 20 feet of it takes that damage as well.

Tunneler. The worm can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its barbed tentacles and one with its bite.

Barbed Tentacles. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 25 (5d6 + 8) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The tentacles can grapple only one creature at a time.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 30 (5d8 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and takes 21 (6d6) fire damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

WEIRD WYRM HEAD

Apply the following adjustments to the **core spawn worm** stat block:

Hit Points 450

Legendary Actions. The head can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The head regains spent legendary actions at the start of its turn.

Attack. The head makes a barbed tentacles attack.

Sickening Radiance. Creatures within the light of the head's Illumination trait must succeed on a DC 21 Constitution saving throw or become poisoned until the end of their next turn.

Body Slam (Costs 2 Actions). The head rears up and slams into the ground. Each creature in a 10-foot-wide, 30-foot-long line must make a DC 21 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Corrupting Vomit (Costs 3 Actions). The head vomits a 30-foot cone of acidic bile. Each creature in that area must make a DC 21 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the creature is also unable to take actions during its next turn, and it must use all its movement to move in a random direction.

DOLGAUNT

Medium Aberration, Typically Lawful Evil

Armor Class 16 (Unarmored Defense)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	13 (+1)	14 (+2)	11 (+0)

Skills Acrobatics +6, Perception +4, Stealth +6

Condition Immunities blinded

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages Deep Speech, Goblin

Challenge 3 (700 XP) **Proficiency Bonus** +2

Evasion. If the dolgaunt is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the dolgaunt instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

Unarmored Defense. While the dolgaunt is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The dolgaunt makes two tentacle attacks and two unarmed strikes. Up to two tentacle attacks can be replaced by Vitality Drain.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. The target is grappled (escape DC 12) if it is a Large or smaller creature. Until this grapple ends, the dolgaunt can't use the same tentacle on another target. The dolgaunt has two tentacles.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Vitality Drain. One creature grappled by a tentacle of the dolgaunt must make a DC 11 Constitution saving throw. On a failed save, the target takes 9 (2d8) necrotic damage, and the dolgaunt regains a number of hit points equal to half the necrotic damage taken.

FLYING HORROR

Medium Aberration, Typically Neutral Evil

Armor Class 16 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	12 (+1)	2 (-4)	15 (+2)	16 (+3)

Skills Perception +4, Stealth +7

Damage Vulnerabilities radiant

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Fear Frenzy. The horror has advantage on attack rolls against frightened creatures.

Sunlight Sensitivity. While in sunlight, the horror has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 14 (4d6) psychic damage.

Frightening Screech (Recharge 5–6). The horror screeches. Each creature within 30 feet of it that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened of it for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the horror's Frightening Screech for the next 24 hours.

GAUTH

Medium Aberration, Typically Lawful Evil

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	15 (+2)	15 (+2)	13 (+1)

Saving Throws Int +5, Wis +5, Cha +4

Skills Perception +5

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Stunning Gaze. When a creature that can see the gauth's central eye starts its turn within 30 feet of the gauth, the gauth can force it to make a DC 14 Wisdom saving throw if the gauth isn't incapacitated and can see the creature. A creature that fails the save is stunned until the start of its next turn.

Unless surprised, a creature can avert its eyes at the start of its turn to avoid the saving throw. If the creature does so, it can't see the gauth until the start of its next turn, when it can avert its eyes again. If the creature looks at the gauth in the meantime, it must immediately make the save.

Death Throes. When the gauth dies, the magical energy within it explodes, and each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) piercing damage.

Eye Rays. The gauth shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets in can see within 120 feet of it:

1. *Devour Magic Ray.* The targeted creature must succeed on a DC 14 Dexterity saving throw or have one of its magic items lose all magical properties until the start of the gauth's next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.

2. *Enervation Ray.* The targeted creature must make a DC 14 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

3. *Pushing Ray.* The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from the gauth and have its speed halved until the start of the gauth's next turn.

4. *Fire Ray.* The targeted creature must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) fire damage.

5. *Paralyzing Ray.* The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. *Sleep Ray.* The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on Constructs and Undead.

GOLIATH WARRIOR

Medium Humanoid (Goliath), Any Alignment

Armor Class 12 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Skills Athletics +6, Perception +4, Survival +4

Damage Resistances cold

Senses passive Perception 14

Languages Common, Giant

Challenge 3 (700 XP) **Proficiency Bonus** +2

Mountain Born. The goliath is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build. The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

ACTIONS

Multiattack. The goliath makes two attacks with its greataxe or hurls two javelins.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Stone's Endurance (Recharges after a Short or Long Rest). When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

GRELL

Medium Aberration, Typically Neutral Evil

Armor Class 12

Hit Points 55 (10d8 + 10)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	9 (–1)

Skills Perception +4, Stealth +6

Damage Immunities lightning

Condition Immunities blinded, prone

Senses blindsight 60 ft. (blind beyond this radius), passive

Perception 14

Languages Grell

Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The grell makes two attacks: one with its tentacles and one with its beak.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

MIND FLAYER

Medium Aberration, Typically Lawful Evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Magic Resistance. The mind flayer has resistance on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). The mind flayer can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

ACTIONS

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated Humanoid grappled by the mind flayer. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NEOGI

Small Aberration, Typically Lawful Evil

Armor Class 15 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Skills Intimidation +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech, Undercommon

Challenge 3 (700 XP) **Proficiency Bonus** +2

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

Spider Climb. The neogi can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The neogi makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect of itself on a success.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

NEOGI MASTER

Medium Aberration, Typically Lawful Evil

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Wis +3

Skills Arcana +5, Deception +6, Intimidation +6, Perception +3, Persuasion +6

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 13

Languages Common, Deep Speech, Undercommon, telepathy 30 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

Spellcasting. The neogi is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (range 300 ft., +4 bonus to each damage roll), *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st–4th level (2 4th-level slots): *arms of Hadar*, *counterspell*, *dimension door*, *fear*, *hold person*, *hunger of Hadar*, *invisibility*, *unseen servant*

Spider Climb. The neogi can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The neogi makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

SPECTATOR

Medium Aberration, Typically Lawful Neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 − 1) piercing damage.

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

REACTIONS

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

STAR SPAWN HULK

Large Aberration, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	21 (+5)	7 (–2)	12 (+1)	9 (–1)

Saving Throws Dex +3, Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Deep Speech

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Psychic Mirror. If the hulk takes psychic damage, each creature within 10 feet of the hulk takes that damage instead; the hulk takes none of the damage. In addition, the hulk's thoughts and location can't be discerned by magic.

ACTIONS

Multiattack. The hulk makes two slam attacks. If both attacks hit the same target, the target also takes 9 (2d8) psychic damage and must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Reaping Arms (Recharge 5–6). The hulk makes a separate slam attack against each creature within 10 feet of it. Each creature that is hit must also succeed on a DC 17 Dexterity saving throw or be knocked prone.

STAR SPAWN MANGLER

Medium Aberration, Typically Chaotic Evil

Armor Class 14
Hit Points 71 (13d8 + 13)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	7 (–2)

Saving Throws Dex +7, Con +4

Skills Stealth +7

Damage Resistances cold

Damage Immunities psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Ambush. On the first round of each combat, the mangler has advantage on attack rolls against a creature that hasn't taken a turn yet.

Shadow Stealth. While in dim light or darkness, the mangler can take the Hide action as a bonus action.

ACTIONS

Multiattack. The mangler makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the attack roll has advantage, the target also takes 7 (2d6) psychic damage.

Flurry of Claws (Recharge 4–6). The mangler makes six claw attacks against one target. Either before or after these attacks, it can move up to its speed as a bonus action without provoking opportunity attacks.

STAR SPAWN SEER

Medium Aberration, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	22 (+6)	19 (+4)	16 (+3)

Saving Throws Dex +6, Int +11, Wis +9, Cha +8

Skills Perception +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Deep Speech, Undercommon

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Out-of-Phase Movement. The seer can move through other creatures and objects as if they were difficult terrain. Each creature it moves through takes 5 (1d10) psychic damage; no creature can take this damage more than once per turn. The seer takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The seer makes two comet staff attacks or uses Psychic Orb twice.

Comet Staff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage, or 10 (1d8 + 6) bludgeoning damage if used with two hands, plus 18 (4d8) psychic damage, and the target must succeed on a DC 19 Constitution saving throw or be incapacitated until the end of its next turn.

Psychic Orb. *Ranged Spell Attack:* +11 to hit, range 120 feet, one target. *Hit:* 27 (5d10) psychic damage.

Collapse Distance (Recharge 6). The seer warps space around a creature it can see within 30 feet of it. That creature must make a DC 19 Wisdom saving throw. On a failed save, the target, along with any equipment it is wearing or carrying, is magically teleported up to 60 feet to an unoccupied space the seer can see, and all other creatures within 10 feet of the target's original space each take 39 (6d12) psychic damage. On a successful save, the target takes 19 (3d12) psychic damage.

REACTIONS

Bend Space. When the seer would be hit by an attack, it teleports, exchanging positions with another star spawn it can see within 60 feet of it. The other star spawn is hit by the attack instead.

ULITHARID

Large Aberration, Typically Lawful Evil

Armor Class 15 (breastplate)
Hit Points 127 (17d10 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	21 (+5)	19 (+4)	21 (+5)

Saving Throws Int +9, Wis +8, Cha +9
Skills Arcana +9, Insight +8, Perception +8, Stealth +5
Senses darkvision 120 ft., passive Perception 18
Languages Deep Speech, Undercommon, telepathy 2 miles
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Creature Sense. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distances and direction to the creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Magic Resistance. The ulitharid has resistance on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The ulitharid's innate spellcasting ability is Intelligence (spell save DC 17). The ulitharid can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *confusion*, *dominate monster*, *eyebite*, *feeblemind*, *mass suggestion*, *plane shift* (self only), *project image*, *scrying*, *telekinesis*

ACTION

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 27 (4d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated Humanoid grappled by the ulitharid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 31 (4d12 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WOE STRIDER

Large Aberration, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (–1)	14 (+2)	14 (+2)

Skills Intimidation +5, Perception +5
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 15
Languages telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Antimagic Cone. The woe strider's open mouth creates an area of antimagic, as in the *antimagic field* spell, in a 60-foot cone. At the start of each of its turns, the woe strider decides which way the cone faces and whether its mouth is open or closed.

ACTIONS

Multiattack. The woe strider makes two claw attacks and one bite attack. If both claws hit the same creature, the target is grappled (escape DC 14).

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) psychic damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target that is grappled, incapacitated, or restrained. *Hit:* 13 (2d8 + 4) piercing damage plus 16 (3d10) psychic damage. In addition, each magic item the creature is carrying that isn't an artifact has its magical properties suppressed for 1 minute.

HANDOUT 1: FAR REALM ENCROACHMENT

This handout is used to indicate whether the Far Realm jelly was defeated. The party captain submits it to the administrator at the end of the **part 2**.

GROUP NUMBER

GROUP NAME

FAR REALM JELLY DEFEATED?

HANDOUT 2: CHARACTER REWARDS

The characters may earn the following rewards in this adventure:

MAGIC ITEMS

OIL OF ETHEREALNESS

Potion, rare

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *etherealness* spell for 1 hour.

OIL OF SHARPNESS

Potion, very rare

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

POTION OF INVULNERABILITY

Potion, rare

For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquefied iron.

POTION OF SPEED

Potion, very rare

When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

POTION OF STONE GIANT STRENGTH

Potion, rare

When you drink this potion, your Strength score changes to 23 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than 23. This potion's transparent liquid has a sliver of a stone giant's fingernail floating in it.

SPELL SCROLL OF HEAL

Scroll, very rare

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

SPELL SCROLL OF MASS CURE WOUNDS

Scroll, rare

See above.

SPLINT, +1

Armor (heavy), rare

This armor is made of magically treated remorhaz hide and is trimmed with black fur and decorated with feathers and beads.

You have a +1 bonus to AC while wearing this armor.

SPLINT, +2

Armor (heavy), very rare

This armor is made of magically treated remorhaz hide and is trimmed with black fur and decorated with feathers and beads.

You have a +2 bonus to AC while wearing this armor.

WAND OF THE WAR MAGE, +2

Wand, rare (requires attunement by a spellcaster)

The shaft of this wand is made of blackened bone covered in flecks of a strange, unidentifiable metal.

While holding this wand, you gain a +2 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

WAND OF THE WAR MAGE, +3

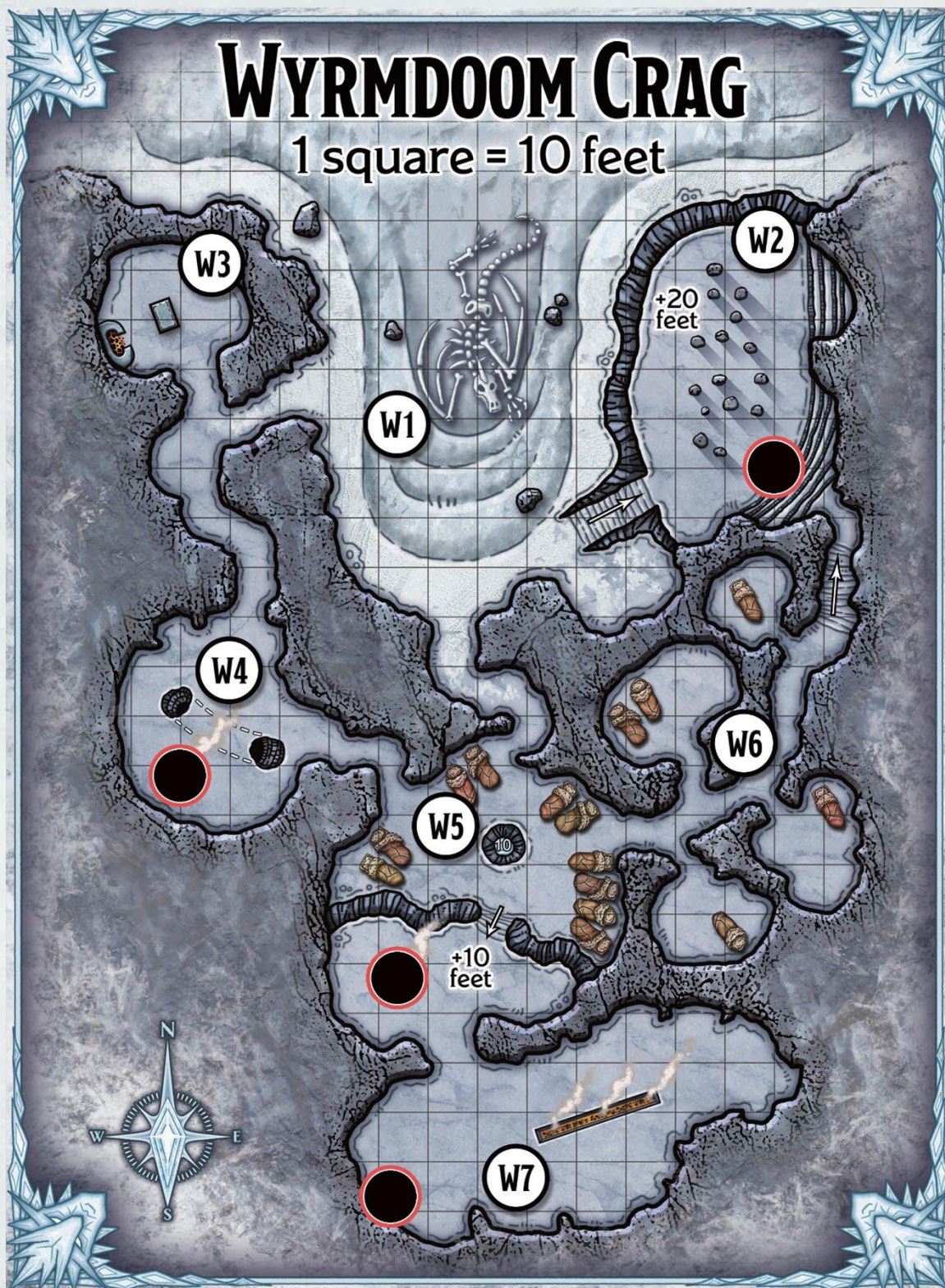
Wand, very rare (requires attunement by a spellcaster)

The shaft of this wand is made of blackened bone covered in flecks of a strange, unidentifiable metal.

While holding this wand, you gain a +3 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

APPENDIX A: WYRMDOOM CRAG MAP (TIER 2)

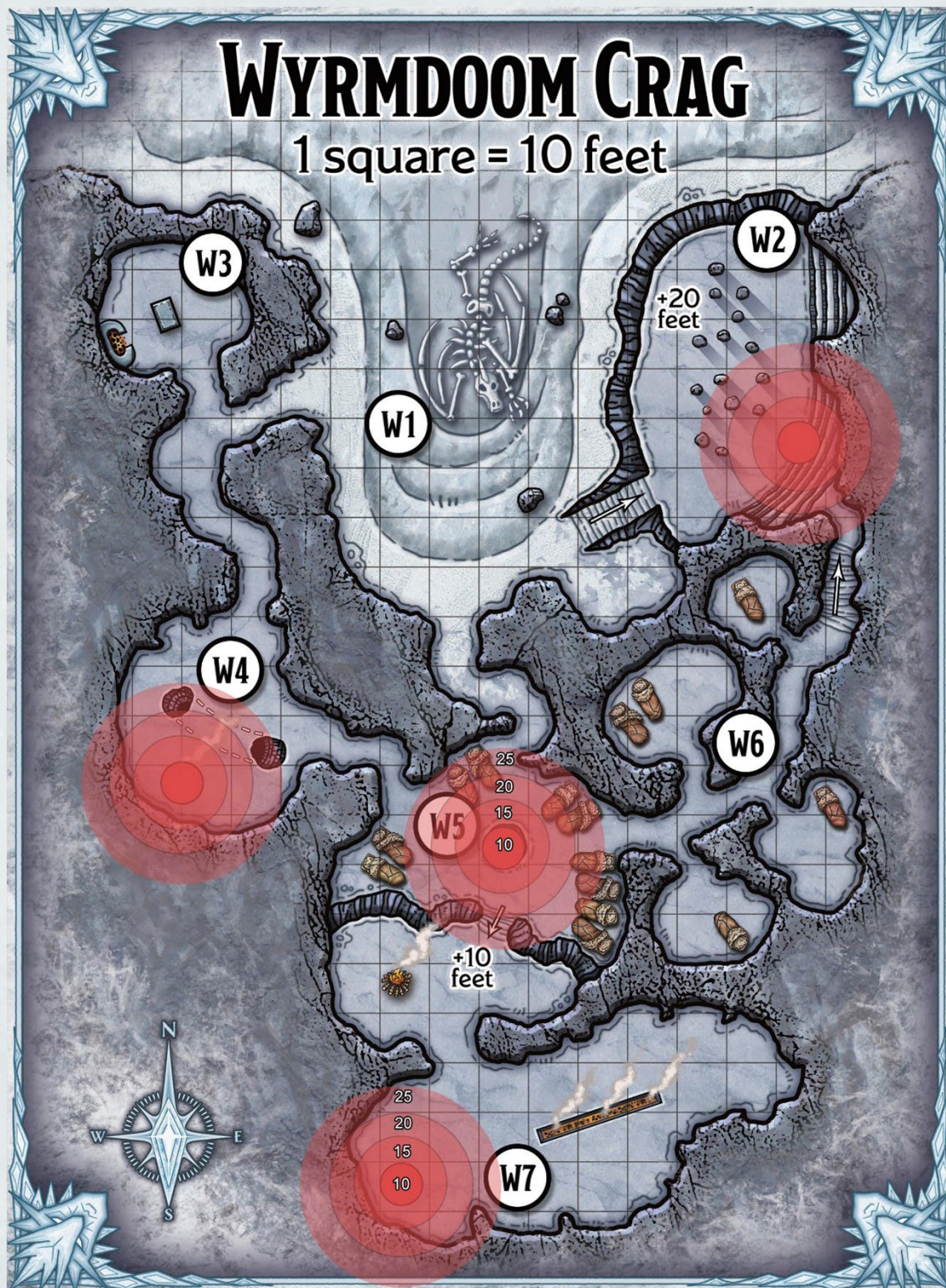
Black circles with red outlines are tentacled maws.



APPENDIX B:

WYRMDOOM CRAG MAP (TIER 3)

Concentric red circles are expanding Far Realm jelly.



APPENDIX C: DUNGEON MASTER TIPS

To run an adventure as a DM, you must have 3 to 7 players, each with their own character within the adventure's level range (see the Adventure Primer). Characters playing in a hardcover adventure may continue to play that too, but if they play a different hardcover adventure, they can't return to the first hardcover if they level beyond its level range.

NEW TO D&D ADVENTURERS LEAGUE?

https://dnd.wizards.com/ddal_general

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception) score, and anything the adventures specifies as notable (such as backgrounds, traits, and flaws).

Players can play an adventure they previously played as a player or DM, but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold, and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether they completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they can't, feel free to restrict item use or ask them to use a standard ability score array.

NEW PLAYERS? NO PROBLEM!

With starter adventures like this one it's possible you may have players new to D&D, or just new to fifth edition. It's up to you as the DM to ensure they a) have fun with the game and b) learn the basics of how to play. At this level, having fun is more important than learning every rule exactly right. Be gentle with new players who make mistakes.

Make sure to keep your players smiling and rolling dice. Be positive and enthusiastic when describing the action, and you'll notice they quickly follow suit.

If you're a new DM, then welcome—and thank you! New DMs are the lifeblood of the D&D community. This adventure includes sidebars like this one that explain of some rules used as the adventure progresses!

Point players to the *D&D Adventurers League Players Guide* for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, assess the **party strength** by consulting the table below.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3–4 characters, APL less than	Very Weak
3–4 characters, APL equivalent	Weak
3–4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6–7 characters, APL less than	Average
6–7 characters, APL equivalent	Strong
6–7 characters, APL greater than	Very Strong

SAFETY TOOLS

Safety tools help ensure players aren't pushed beyond their comfort levels. These tools let your players know you want them to have a positive experience. Some common safety tools are provided below, each with a summary of how they work. An [article about one such safety kit](#) is provided to help with further information. Ensure that you discuss these tools with your players before the game:

- **Code of Conduct.** This is a group agreement for play. It outlines desired and prohibited behaviors, confidential reporting, and possible consequences.
- **Pregame and Postgame Discussions.** Use time before the game to explain content warnings, set boundaries, and collaborate on a safety plan. Then decompress and discuss improvements at the end of the game.
- **Be Welcoming.** Welcome and encourage respectful and open conversations about issues as they arise. Show that you're listening by avoiding defensive responses.
- **Confidentiality.** Provide contact information for private and confidential conversations between players and DM. Only disclose another player's name if that player gave unpressured permission for you to do so.
- **Safety Tools.** Learn about the safety tools that TTRPG community members have created and compiled. A broad range of such safety tools are available for you and your players online, or you can get more information by reaching out to your event organizer or community@dndadventurersleague.org